

X-plorers Reference Sheets

Attribute Modifiers

Attribute Score	Description	Modifier
3-4	Poor	-2
5-8	Below Average	-1
9-12	Average	0
13-16	Above Average	+1
17-18	Great	+2

Skill Tables, Continued

Attribute Modifiers			Scout Skills				
Level	Pilot (AGI)	Security (INT)	Sleight-of-Hand (AGI)	Stealth (AGI)			
1	14	15	14	13			
2	13	14	13	12			
3	12	13	12	11			
4	11	12	11	10			
5	10	11	10	9			
6	9	10	9	8			
7	8	9	8	7			
8	7	8	7	6			
9	6	7	6	5			
10	5	6	5	4			

Character Advancement

Level	Exp. Points	Hit Dice (d6)	BHB	Soldier BHB	Saving Throw
1	0	1	+0	+1	15+
2	2,500	2	+0	+1	14+
3	5,000	3	+0	+2	13+
4	10,000	4	+1	+2	12+
5	20,000	5	+1	+3	11+
6	40,000	6	+2	+4	10+
7	80,000	7	+2	+4	9+
8	160,000	8	+3	+5	8+
9	320,000	9	+4	+6	7+
10	640,000	10	+5	+6	6+

Technician Skills

Level	Computers (INT)	Mechanics (INT)	Pilot (AGI)	Robotics (INT)
1	15	13	14	15
2	14	12	13	14
3	13	11	12	13
4	12	10	11	12
5	11	9	10	11
6	10	8	9	10
7	9	7	8	9
8	8	6	7	8
9	7	5	6	7
10	6	5	5	6

Skill Tables – Score target number or higher on d20. Apply attribute bonus to roll as noted in parentheses.

Scientist Skills

Level	Computers (INT)	Medicine (INT)	Science (INT)	Sociology (INT)
1	13	15	13	16
2	12	14	12	15
3	11	13	11	14
4	10	12	10	13
5	9	11	9	12
6	8	10	8	11
7	7	9	7	10
8	6	8	6	9
9	5	7	5	8
10	5	6	5	7

Multi-classing

Skill Level	XP Cost
1	4,250
2	8,500
3	17,000
4	34,000
5	68,000

Soldier Skills

Level	Demolitions (INT)	Martial Arts (PHY)	Survival (INT)	*Specialist (AGL)
1	15	1d3+1	13	
2	14		12	+1 to-hit
3	13	1d3x2	11	
4	12		10	+1 damage
5	11	1d3+1x2	9	
6	10		8	+1 to-hit
7	9	1d6x2	7	
8	8		6	+2 damage
9	7	1d6+1x2	5	
10	6		5	+2 to-hit

Movement Rate

Weight Carried	Indoor (m/round)	Outdoor (km/day)
*Normal	4+AGI modifier	15
Encumbered	2	8

* Normal weight is a weapon and belt, ammunition, survival pack and one kit.

Armor

Defense	AC	Cost
None	10	
*Force Screen	11 or +1	150
Mesh Suit	12	300
Reflective Armor	14	600
Combat Armor	16	1,200

* Specialist bonuses are cumulative and apply to one weapon of the PCs choice, including spaceship weapons

* A force screen can be combined with other armor once (AC +1) or used standalone (AC 11)

Critical Hits

1d6	Result
1	Instant death
2-3	Fatal wound – dead in 1d6 rounds
4	Lose consciousness for 1d6x10 rounds
5	No effect
6	Adrenaline surge – Gain 1d6 HP for the duration of the combat. Afterward, HP go back to zero and lose consciousness for 1d6x10 minutes

Spaceship Classes

Ship Class	Type	Crew	Hull Points	Weapon Damage	AC	NPC Skill	XP Value	Cost Million Cr
1	Fighter	1-2	5	1d6	10	14/12/10+	15	15
2	Scout	2-7	10	1d6	10	15/13/11+	60	30
3	Frigate	4-12	20	1d6+2	11	15/13/11+	240	60
4	Destroyer	4-20	40	1d6+2	11	14/12/10+	1400	120
5	Cruiser	4-50	80	2d6	12	14/12/10+	5200	240
6	Battleship	4-100	160	2d6	12	13/11/9+	20800	480

Melee Weapons

Weapon	Damage	Cost
Axe	1d6+1	15
Club	1d6	–
Dagger / Knife	1d6-1	10
Fists	1d3	–
Halberd / Pole Arm	1d6+1	40
Mace / Warhammer	1d6	50
Spear	1d6	20
Staff	1d6	10
Sonic dagger	1d6+1	50
Sonic mace	1d6+2	100
Sonic sword	1d6+3	150
20 EU clip		20

Spaceship Combat

Navigator Phase (choose one, each requires a computer skill check):

- General navigation check - +1 to all saves and to-hit rolls this round
- Multi-vector action - Act simultaneously on 1d3+1 space charts

Engineer Phase (choose one, each requires a mechanics skill check):

- Repair 1d6 hull points
- Pump shields - +1 AC until next engineering phase
- Pump engines - +1 to any pilot skill checks (cumulative with any navigator bonuses)

Pilot Phase (choose one, each requires a pilot skill check):

- Evasive maneuvers - Maintain distance and gain +1 AC this round, cumulative with any bonus from pumping the shields
- Escape - Move one SU away from enemy
- Attack - Move one SU closer to enemy, gunners get +1 to-hit this round (cumulative with any navigator bonus)

Gunner Phase:

- Fire on enemy - Roll d20 + BHB + AGI bonus + weapon specialization bonus + pilot and/or navigator bonuses (target gets +1 to AC for every SU between the two ships)

Ranged Weapons

Weapon	Damage	Ammo	Range	Cost
Bow	1d6	Arrow	40	50
Arrows (20)	–	–	–	2
Crossbow	1d6+1	Bolt	40	75
Bolt (30)	–	–	–	5
Sling	1d6	Stone	20	10
Stones (20)	–	–	–	1
Automatic Pistol	2d6	Bullet	30	200
Automatic Rifle	2d6	Bullet	100	300
Bullet Clip (20)	–	–	–	5
Laser Pistol	1-3d6	20EU	50	600
Heavy Laser Rifle	1-5d6	100EU	100	800
20 EU Clip	–	–	–	50
100 EU Clip	–	–	–	250
Frag Grenade	5d6	–	15	20
Smoke Grenade	–	–	15	20

Critical Hits – Spaceship Combat

1d6	Result
1-2	Explosion! All aboard are instantly killed
2-4	Incapacitated! All the ships systems are out except life support
5-6	Still flying! The ship is sputtering along severely damaged

Psionic Ability Checks

Level	Awareness	Calirvoyance	Telekinesis	Telepathy
1	17+	16+	18+	15+
2	16+	15+	17+	14+
3	15+	14+	16+	13+
4	14+	13+	15+	12+
5	13+	12+	14+	11+
6	12+	11+	13+	10+
7	11+	10+	12+	9+
8	10+	9+	11+	8+
9	9+	8+	10+	8+
10	8+	8+	9+	8+